

PRESENTING THE

# Sirius™

VIDEO  
GAMES

FUN  
EXCITEMENT

# Product Catalog





NO ONE GETS BOMBED  
LIKE PRESIDENT FRED!

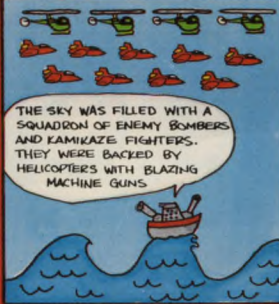


# WAVY NAVY™

"WHY ME?" I THOUGHT AS I STAGGERED TO THE DECK. MY P.T. BOAT WAS BEING TOSSED ABOUT THE OCEAN BY 30-FOOT WAVES.



THE SKY WAS FILLED WITH A SQUADRON OF ENEMY BOMBERS AND KAMIKAZE FIGHTERS. THEY WERE BACKED BY HELICOPTERS WITH BLAZING MACHINE GUNS.



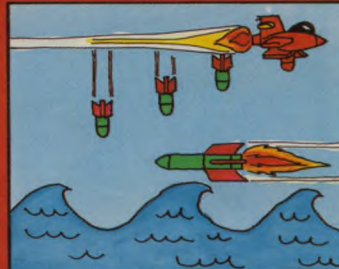
WELL NEEDLESS TO SAY, I STARTED BLASTING!



BULLETS AND BOMBS WERE SPLASHING DOWN ALL AROUND ME!



I WAS SCORING SOME IMPRESSIVE HITS WHEN I NOTICED THAT THE SEA AROUND ME WAS LOADED WITH MINES.



AND... AS IF ALL THIS WASN'T ENOUGH, I LOOKED STARBOARD TO SEE WHAT ELSE BUT AN EXOCET MISSILE!



THIS HORRENDOUS BATTLE WENT ON FOR HOURS... BUT THE TURNER IT GOT, THE TOUGHER I GOT!! I LEARNED ALL THEIR LITTLE TRICKS AND BEGAN DROPPING THEM LIKE FLIES!



I WAS JUST A GALLEY SLAVE THEN, BUT I EARNED MY FIRST STAR OF COURAGE AND MY FIRST PROMOTION!

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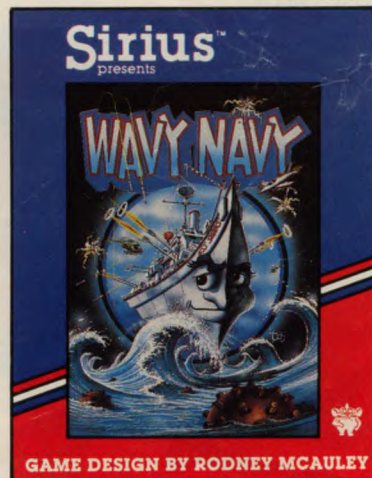
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Apple II, II+ & IIe Disk  
Atari 800 & 1200 Disk  
Commodore 64 Disk

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# TYPE ATTACK™



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Game design by Ernie Brock and Jim Hauser.

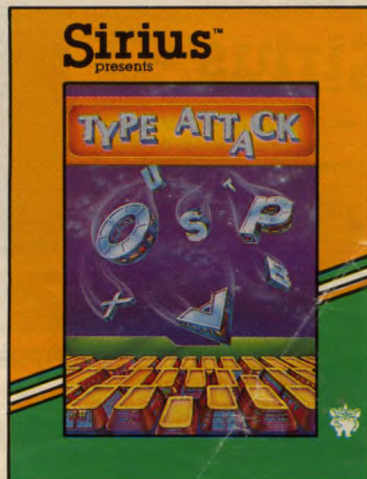
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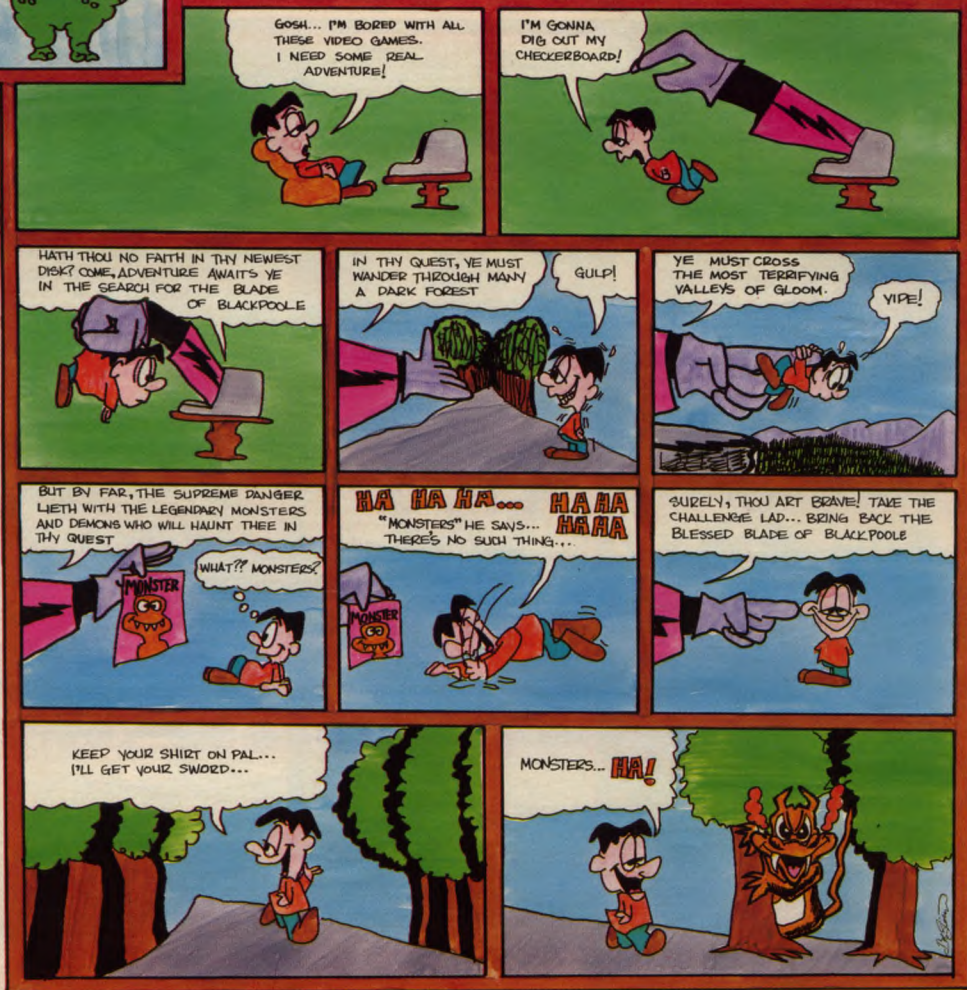
Apple II, II+ & IIE Disk

Atari 800 & 1200 Disk  
VIC-20 Cartridge  
Commodore 64 Disk





# THE BLADE OF BLACK POOLE™



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Commodore 64 Disk  
Atari 800 & 1200 Disk  
Apple II, II+ & IIe Disk

Game design by Tim Wilson.  
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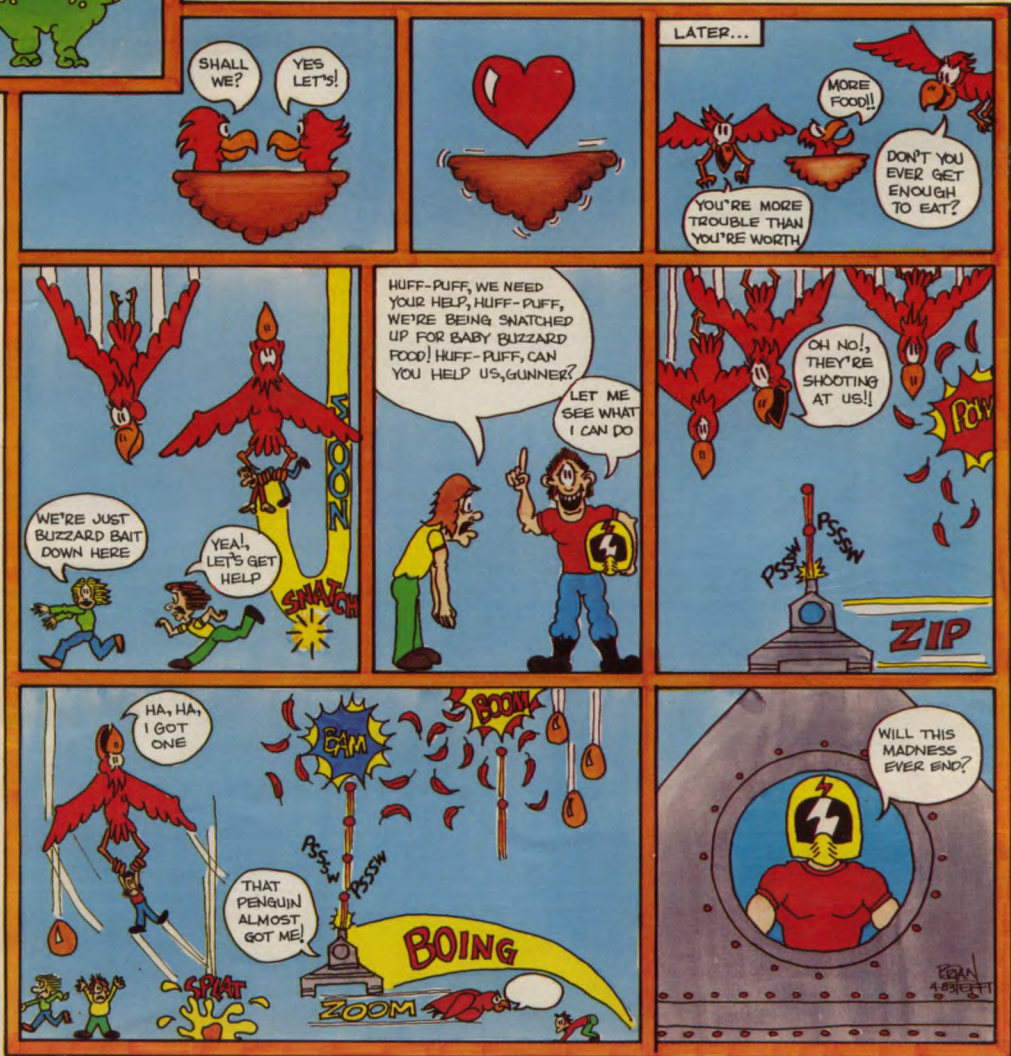
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# BUZZARD BAIT™



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Apple II, II+ & IIe Disk  
IBM-PC Disk

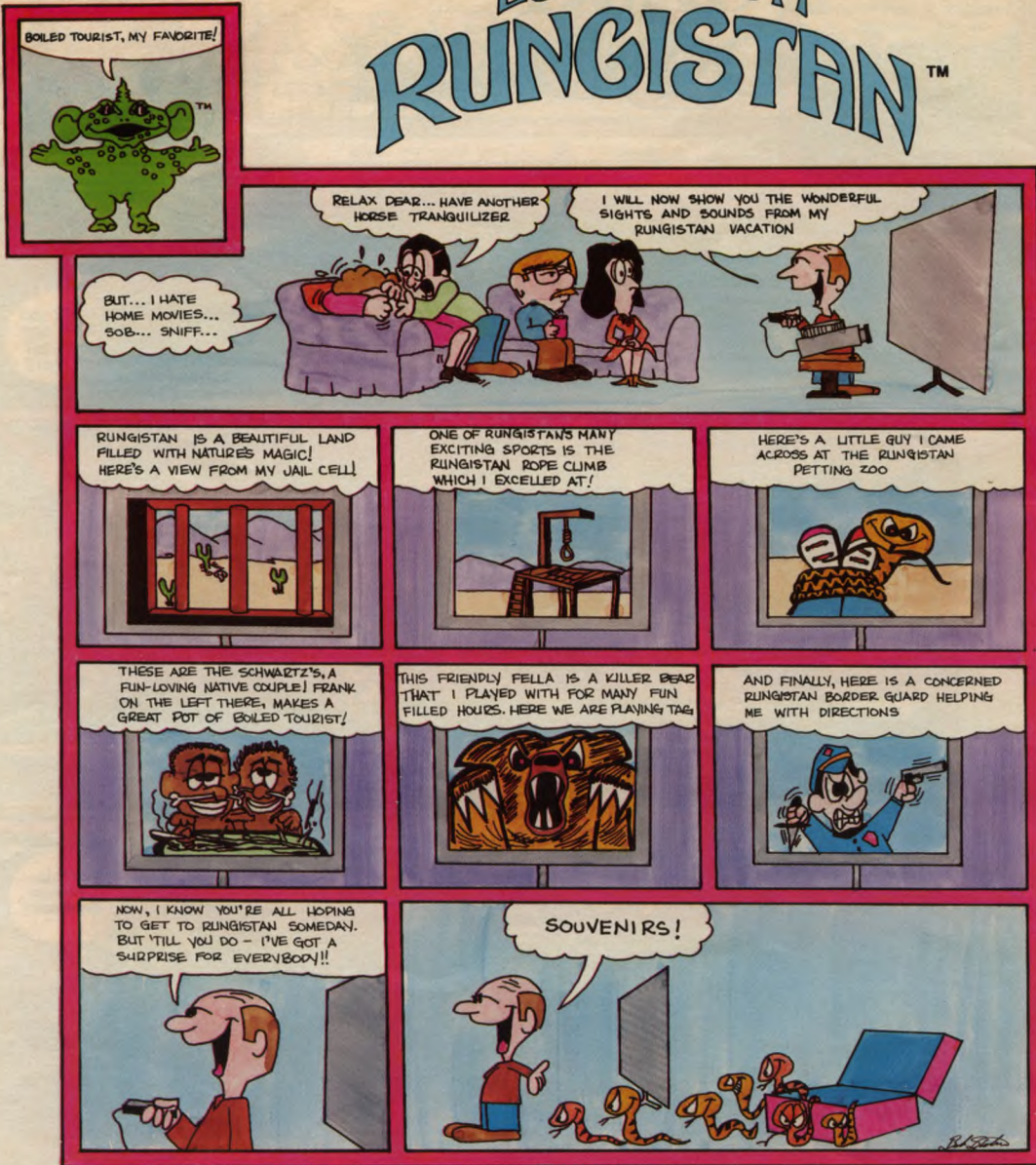
Game design by Mike Ryeburn.  
IBM-PC version programmed by Uriah Barnett.  
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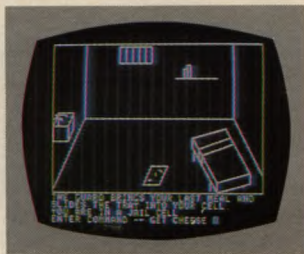
# ESCAPE FROM RUNGISTAN™



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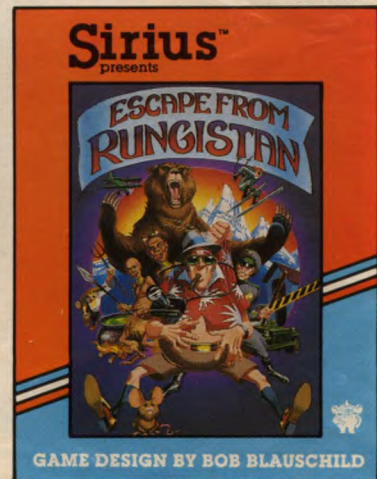
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Apple II, II+ & IIE Disk

Game design by Bob Blauschild  
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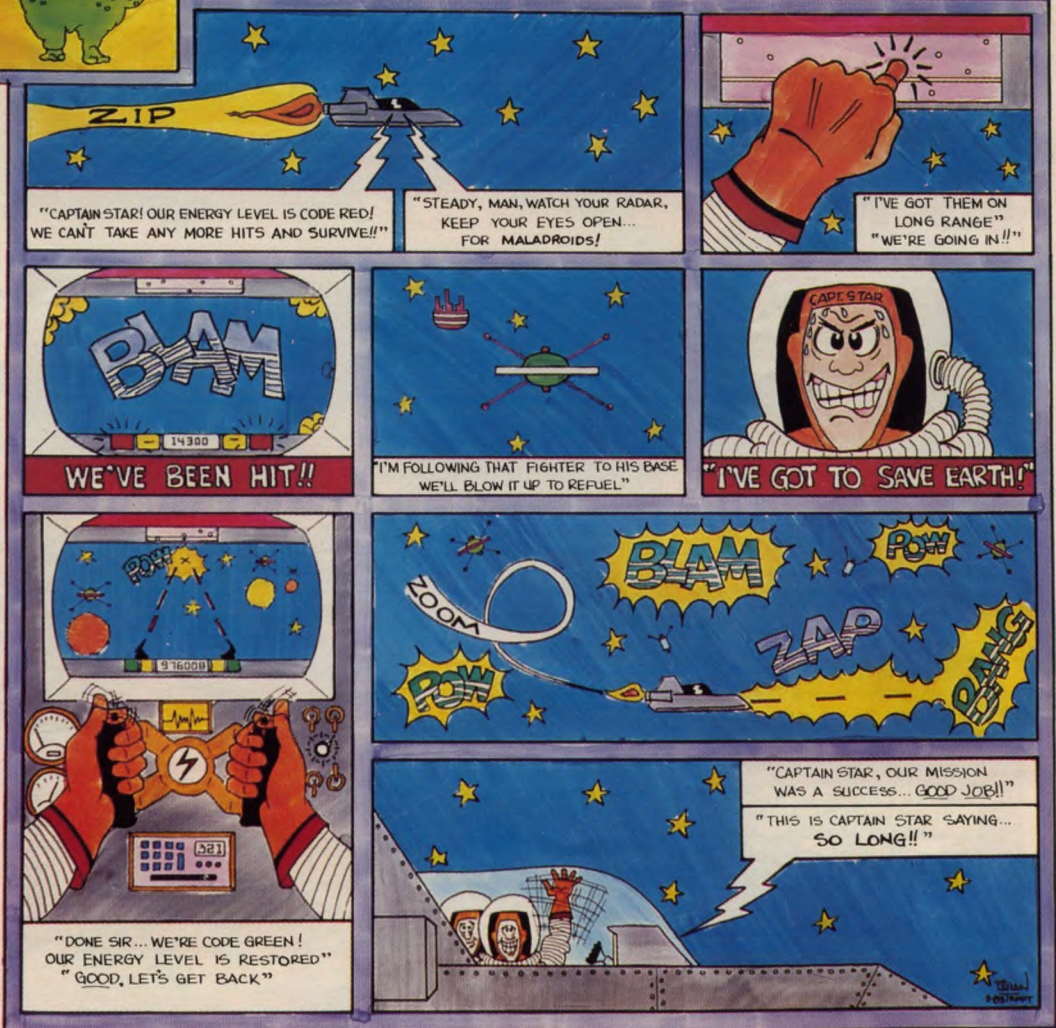
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# FINAL ORBIT™



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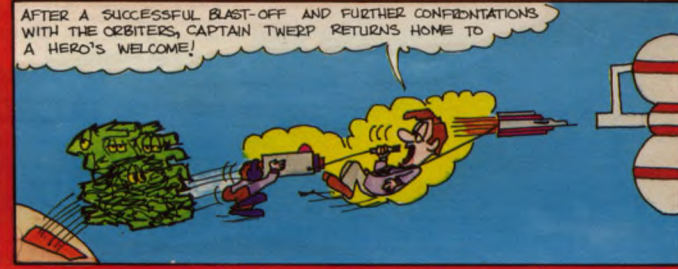
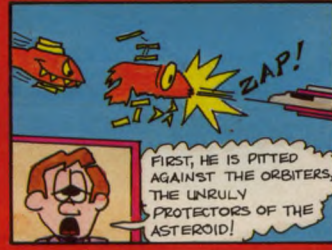


Atari 400, 800 & 1200 Cartridge  
VIC-20 Cartridge





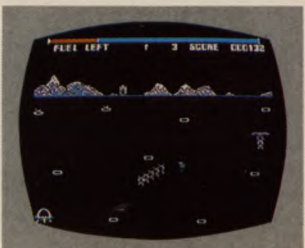
# TWERPS™



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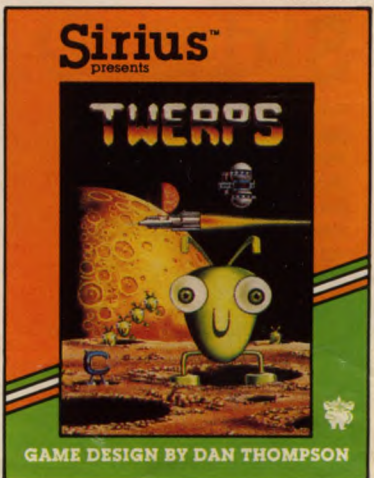
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Atari 800 & 1200 Disk  
Apple II, II+ & IIe Disk

Game design by Dan Thompson.  
Atari 800 & 1200 version programmed by Joe Kelly. Package, program and audio visual © 1982 Sirius Software, Inc. All rights reserved.

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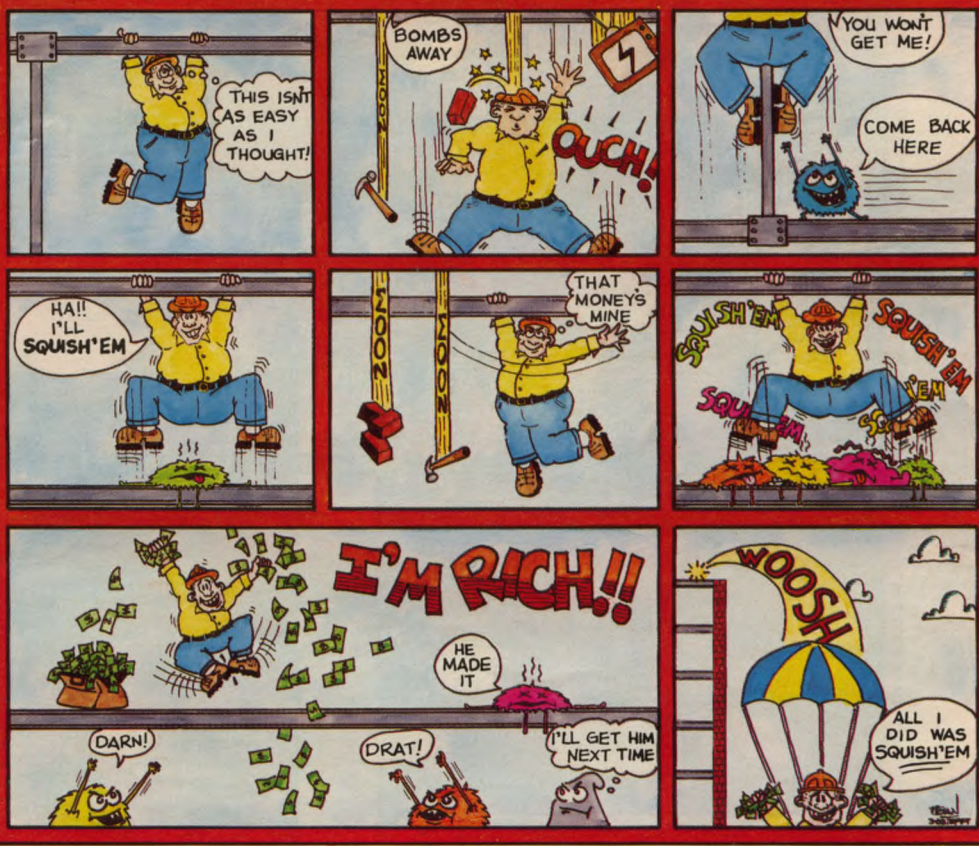




I'D PLAY THIS GAME BUT I ALREADY HAVE A BUMP ON MY HEAD



# SQUISH'EM™



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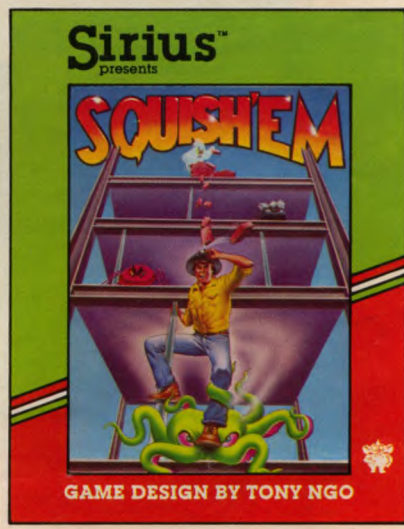
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Atari 400, 800 & 1200 Cartridge  
Commodore 64 Disk  
VIC-20 Cartridge

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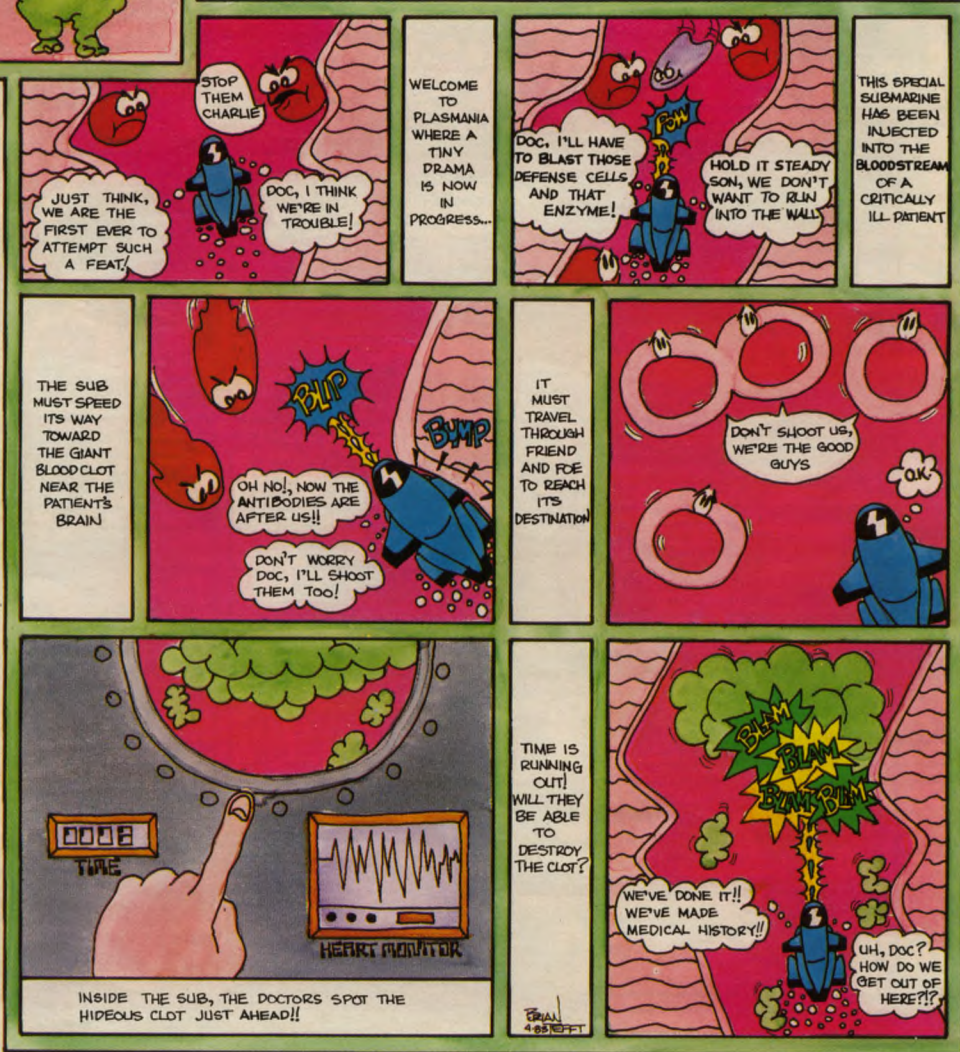
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# PLASMANIA™



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Apple II, II+, IIe Disk  
VIC-20 Cartridge

Game design by David Lubar.  
Apple version programmed by Lewis Geer.  
VIC-20 version programmed by Erich Horn.  
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GAME DESIGN BY DAVID LUBAR



GUESS WHO'S COMING  
TO DINNER?



# GORGON™ II



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IBM-PC Disk w/color  
card

Programmed by Microsoft.  
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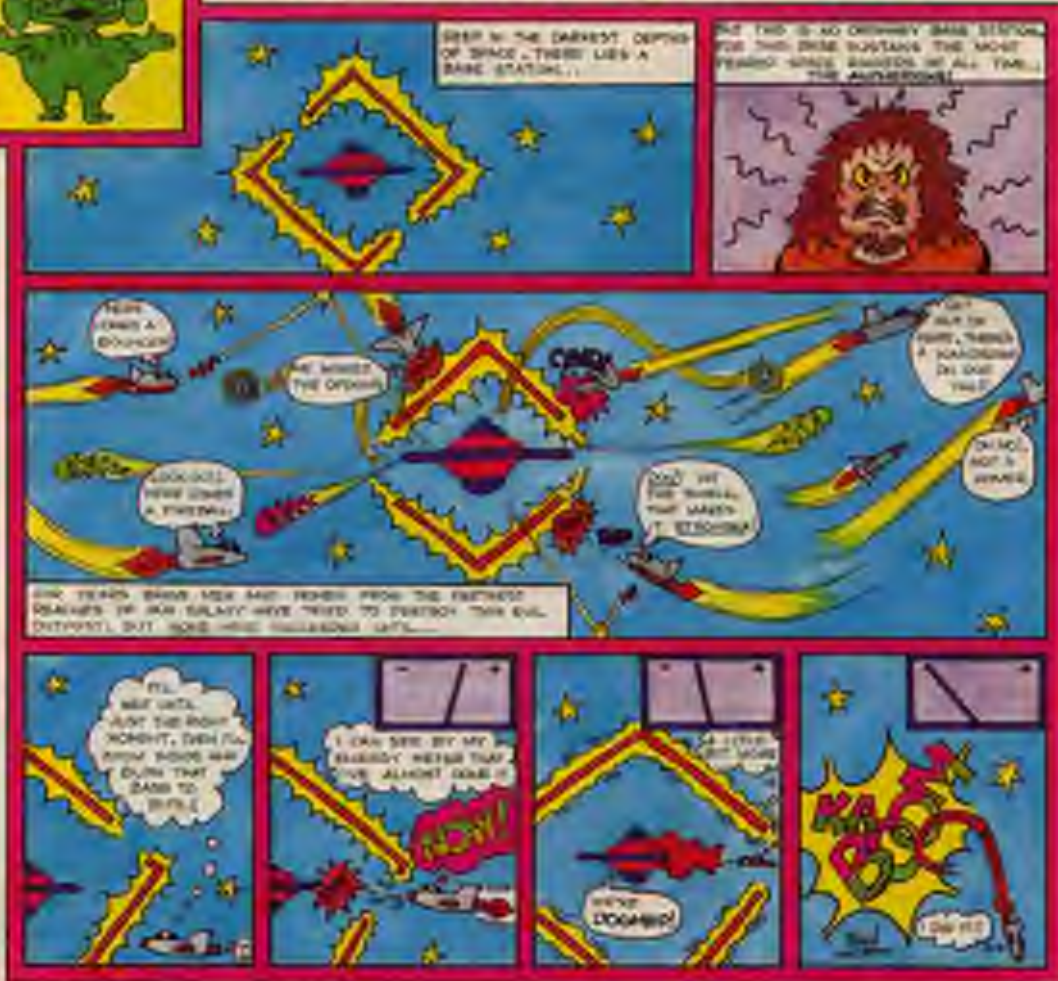
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# ALPHA SHIELD™



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Atari 400, 800 & 1200










# SPIDER-CITY™



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Atari 400, 800 & 1200 Cartridge  
VIC-20 Cartridge

Game design by David Lubar. VIC-20 version programmed by William Barrett. Atari version programmed by Tom McMillan. Pac-Man program and illustrations © 1982 Atari Software, Inc., Menlo Park, California 94025. All rights reserved.

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**Sirius™**

**SPIDER-CITY™**



GAME DESIGN BY DAVID LUBAR



MOOSEY HIVER TROTS  
CAPTAIN STAR FROM  
THE GAMMA-15 TARD TO REPTON  
TELLING A TERRIFIC STORY!



# REPTON™



IT ALL BEGAN WHEN I GOT A CALL FROM  
THE GAMMA-15 TARD TO REPTON.  
THE GAMMA-15 HAD ATTACKED REPTON!



THINK THE GAMMA-15 WAS WITH BRUCE THOMPSON. I FOUND MOOSEY HIVER FLY  
OVER THE GAMMA-15 TARD, MOOSEY SWARTON AT THE REPTON, A KILLER CYBER  
DEAN WAS OVER MY HEAD... AN SITUATION I'VE NEVER BEFORE IN MY LIFE!



AS I ENTERED THE GARDEN OF REPTON,  
I CAME ACROSS A NEW LAYER OF REPTON  
MY TARD WITH MOOSEY...



ALBERT™ FLASHED ACROSS MY EYES  
SUSPICION I HAD TO FIND THAT MAN FIRST  
BEFORE HE DID ANY REAL DAMAGE!



WELL I THINK A FOUR CORNERED SHIP WENT  
TO DESTROY THE GAMMA-15 TARD, BUT  
ALL I SAW WAS MY TARD WITH MOOSEY.



DESPITE MY GAMMA-15 TARD, MOOSEY HIVER  
WAS NOT DEEP ENOUGH... I FOUND  
MYSELF FIGHTING WITH MOOSEY HIVER!



IN THE GAMMA-15 TARD, MOOSEY HIVER  
WAS NOT DEEP ENOUGH... I FOUND  
MYSELF FIGHTING WITH MOOSEY HIVER!



THE GAMMA-15 TARD WAS NOT DEEP ENOUGH  
TO DESTROY THE GAMMA-15 TARD, BUT  
ALL I SAW WAS MY TARD WITH MOOSEY.

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Atari 800 & 1200 Disk  
Commodore 64 Disk  
Apple II, II+ & IIe  
Disk

Game design by Dan Thompson and  
Andy Kakuonaka

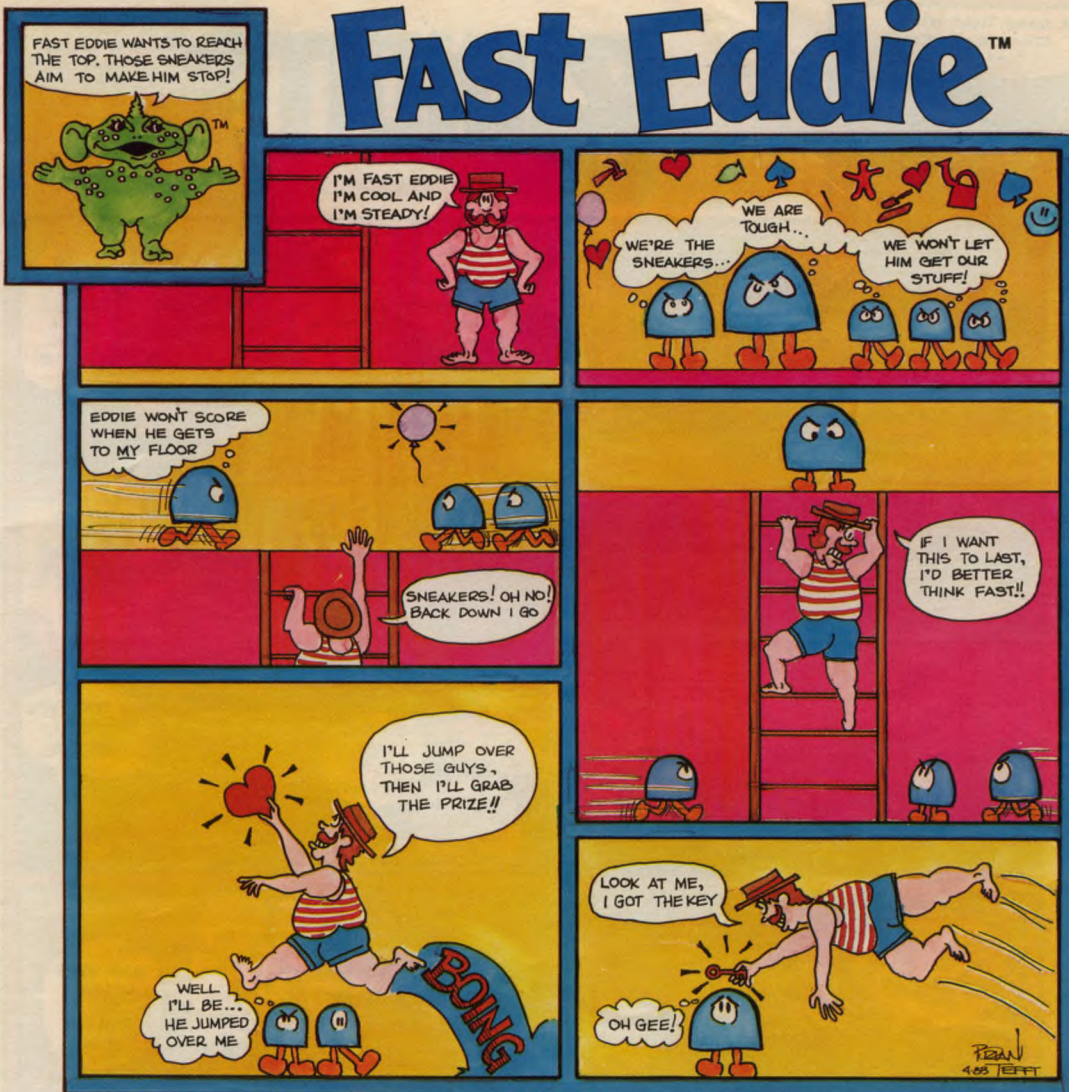








# Fast Eddie™



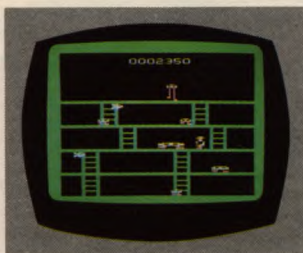
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Atari 400 & 800 Cartridge  
VIC-20 Cartridge  
Commodore 64 Disk

Game design by Mark Turmell





A GAME THAT WILL  
STEAL YOUR HEART!



# BANDITS™

SO YOU THINK YOU  
CAN STOP THE SPACE  
BANDITS FROM  
STEALING OUR  
SUPPLIES, HUH?



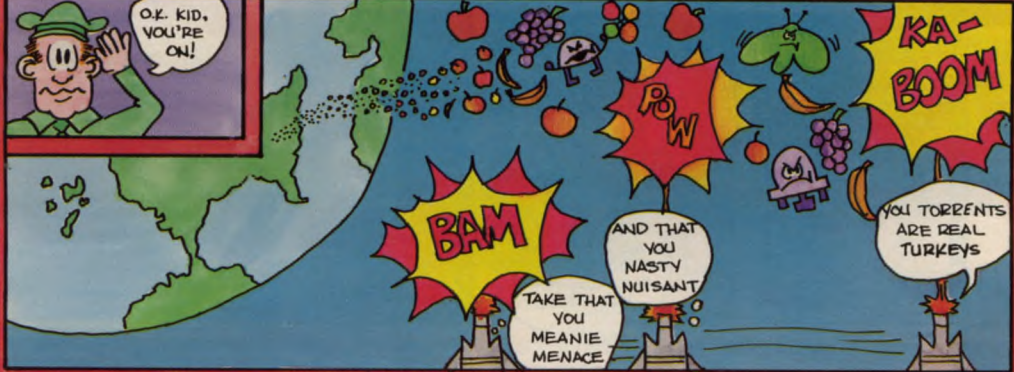
YES SIR!  
GIRLS  
LIKE TO PLAY  
VIDEO GAMES  
TOO!!

BUT WHAT  
ABOUT  
THE  
PHALANXES,  
TORRENTS,  
AND  
CARRIERS?



HECK!  
I'LL  
JUST  
BLOW  
THEM  
TO BITS!

O.K. KID.  
YOU'RE  
ON!



THOSE NERVE  
GAS BALLOONS  
DON'T SCARE  
ME!



WHO WAS  
THAT LITTLE  
GIRL?



WOW!

EAT YOUR  
HEART  
OUT  
CAPTAIN  
STAR!!



BRIAN  
SCHIFF

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VIC-20 version programmed by Leonard Bertoni.  
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Apple II, II+ & IIe Disk  
Atari 800 & 1200 Disk  
Commodore 64 Disk  
VIC-20 Cartridge





THE WORLD IS DOOMED AND THERE'S ONLY ONE MAN WHO CAN SAVE US...



# CRITICAL MASS™



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Apple II, II+ & IIe Disk  
Atari 800 & 1200 Disk  
Commodore 64 Disk

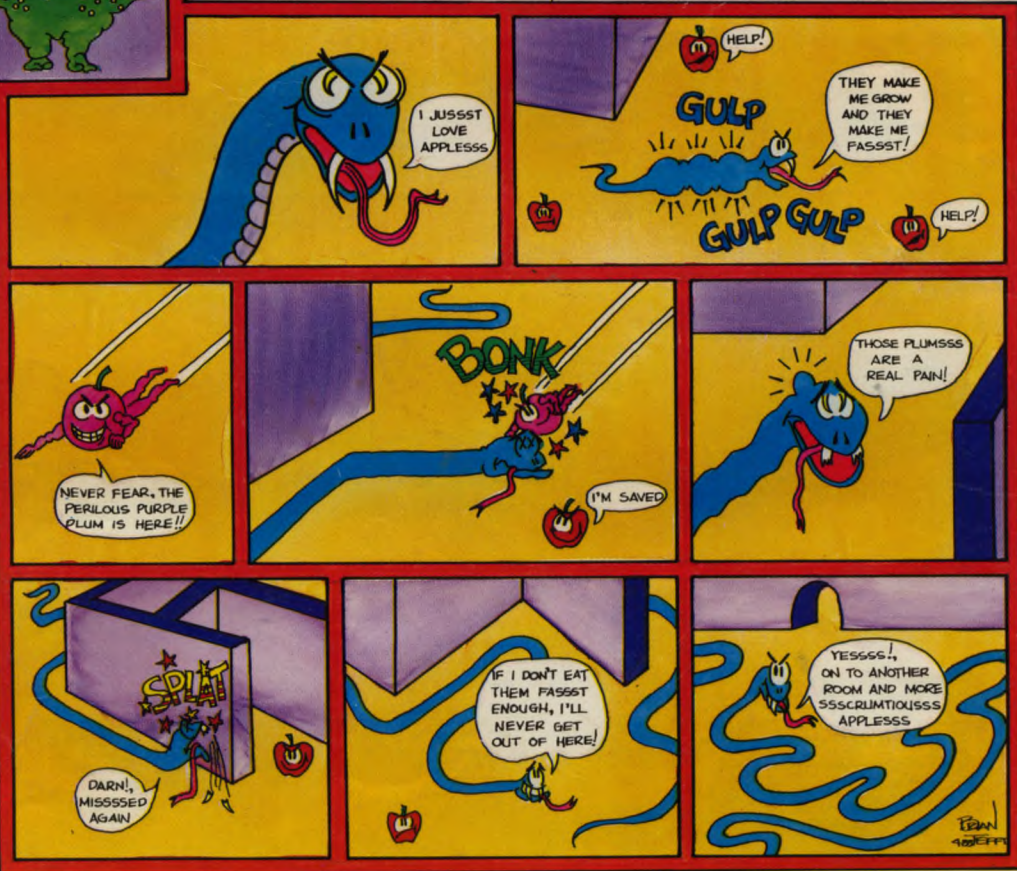




THIS IS A GAME YOU CAN REALLY SINK YOUR TEETH INTO!



# SNAKE BYTE™



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Atari 800 & 1200 Disk  
VIC-20 Cartridge  
Commodore 64 Disk  
Apple II, II+ & IIe Disk

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Game design by Chuck Sommerville

